"The World Beyond Reach"*?

[redacted]

Cleared

The Great Removal

* New working title as of 11/14/21

Male Lead: "Simon"

Female Lead: ~~"Meryl Marigold"~~ ~~Darika Warsi Singh~~ ~~"Dari"~~ Samaira Singh "Sami"

"Simon" is approximately 18-21 years old. He has been in "~~Alurra~~" for an undetermined lenghth of time (40-100 yrs). He is a master scavenger and retains an incredible level of magic capability, but he refuses or is reluctant to use it. He is a loner by experience and circumstance. He is at first sarcastic, rude, and moody towards the chipper & naive "Meryl" but he has a chivalrous heart and despite his reservations, feels a sense of obligation to, at first protect her, but eventually teach her about the world, and train her to survive in it.

"Meryl" is a young girl from London (possibly a college student, foreign exchange student?) She is aged between 17-21 years old. She is strong of will, sometimes overly stubborn, but ripe with confidence. She is Athletic and an academic, possibly ancient history. She is newly arrived in "Alurra" and she is naive and ignorant of the dangers and wonders of the hidden world beyond reach.♡

"The Great Removal" was a magical ritual conducted by the "Accord of the Magi", the date of this event is yet to be determined. The Accord of Magi was a ~~committee~~ council of the remaining most powerful "Spellcasters" after the defeat of evil "Spellcasters" (Magi?) that drew their power from the "Void". Fearing that despite the fact that magic is the very force that creates our ("reality/world?") it's ability to draw the void into our "world/reality?" would inevitably return all existence to nothingness, or something to that effect. So they created a focus point that would expel anything that gained a significant degree of magical potency. This includes people, animals, and inanimate objects. The focus point that was created formed a Synthetic "world/reality", for lack of a better word. This world was created as a bubble in the black nothingness of the void. However, the Magi used their own souls to perform the spell and they also cast a spell that would kill all living Magi. None of the old ones live in the World beyond Reach.

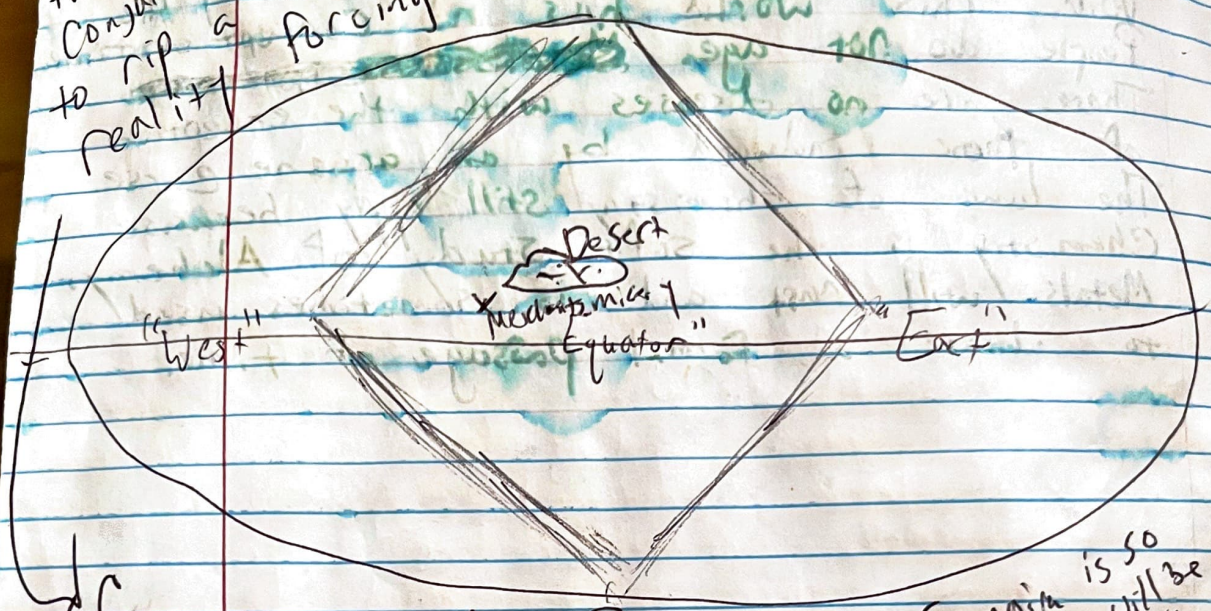
"The World Beyond Reach"

The Focus point that "the Great Removal" Created was a world imprisoned by the Void. This world has no Concept of time. People do not age. [redacted]. There are no diseases with the exception of those induced by an arcane curse. The laws of chemistry still apply because Chemistry is the soft study of Alchemy. Metals will rust and is sometimes used to indicate a formal passage of time.

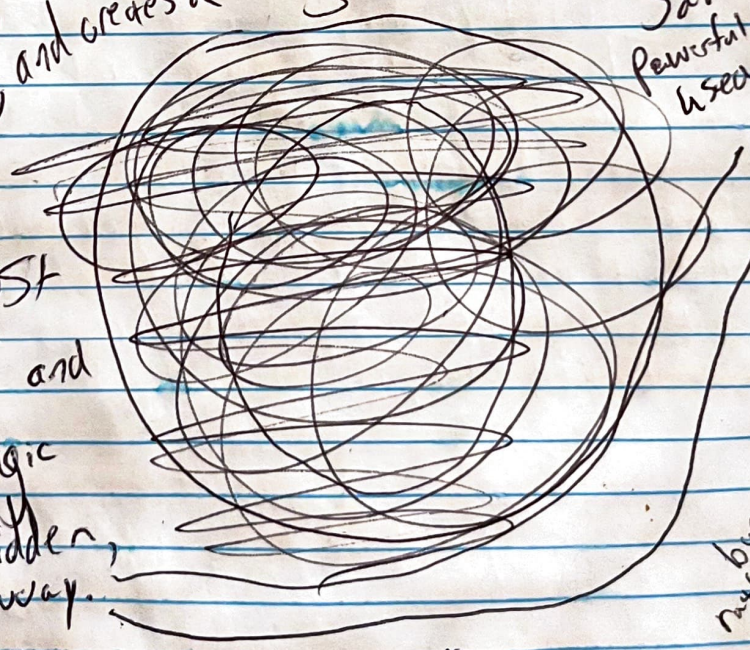
Bad guy was going to consume the entire WBR in the dark Void believing he could conjure enough destructive force to rip a hole back into our reality forcing magic back onto the Earth!

Plot?!

Ban!



Connects villain to, and creates a Why and where the lost "Kingdoms" and Powerful Magic Went. Hidden, Sealed away.



Samaria is so powerful she will be used to break seal

but does not, rather chose not to remember, or why.

The "Diamond Curtain" is a barrier of magical light that repels dark Void magic and Creatures Created by it. Lost Kingdom? "Simon" built the Curtain

Simon & "Nathaniel Rainier"
Wyrlin Cronus
Baelor the Blue "Green Leaf"
Elrond Valois Polaris Kachan
Springheel Jack?

Cronus believed he could return magic back to our world by drawing power directly from the void and reversing the inbound [redacted] flow of creation magic.

Wyrlin believed that the void must be away from being drawn into our world because it's destructive power would have major ramifications.

Cronus went crazy/drunk with the power of the void. He began only using the power of Void and the Void corrupted him into a Sadistic [redacted] monster with almost "god like" power. He summoned all the monsters that live in the "Blacklands" "Voidlands" "The Nothing" Creatures that feed on darkness, fear, anxiety, etc. Vampires? Werewolves? Void Demons

After pretending to go along with Cronus' ritual, Wyrlin used most of his power to seal Cronus and his terrible magic in some fashion. Keeping Cronus distracted

Wyrlin then hid/destroyed as much of Cronus' research as he could over the years. And destroyed some of his own more damning research. Hoping that the power and understanding of the Void would be lost to the ages & Since

Timeline of a World's Creation:

1. Magic is permanently stripped from the Earth.
2. Most of the early arrivals starved to death, or despair. There was no prior knowledge of this place and people began finding magical relics & writings from before the purge.
3. Simon & Nathan arrive and become scholars of magic. They take on many names but together would write "A Comprehensive Understanding of this World Beyond Reach", "The Arrival's ~~Survival~~ Survival Guide", "Magic: What it is, and how to use it", among many others. Most are written under the names Wyrlin, and Cronus.

Black Sacrament
Dark Sacrament
Black Covenant ← Cronus' remaining ~~texts~~ on Black Magic / Void Manipulation Kept by Vampires and Dark "Wizards (?)"

The laws & fundamental Guidelines of Magic

Arcane Energy is the missing link between The laws of physics and the "creation" of Life itself.

↳ Since arcane energy is constantly being rerouted to the WBR, it therefor cannot be detected on Earth, in our universe. Hence, why the [redacted] formation of life itself hasn't been theorized.

↳ Some matter is more likely to draw in arcane energy like magnetic field resonance. Thus why people, animals, plants, and inanimate objects all can possess magical attributes. These beings, organics, and objects are expelled when their resonance becomes detectable. This accounts for a third of missing persons, socks, and car keys.

Attributes of Magic / Schools of Magic

Magic Coincides with the color spectrum, or a parallel symbiotic form of, or relative to, it.

↳ ① Different colors tend to have influence over elements, space, and form of matter.

↳ Time magic does not exist because time is the literal expansion of our universe and thus expansion cannot be reversed without destroying our universe.

" " is the movement of "space"

White: The color of life, and healing. Strongest can revive dead IF, they are not too damaged, and the body has not begun decomposition.

Grey: Transformation, Transfiguration, Artifact Enchantment Alteration Magic.

Red: Command over Stone, not a pyromancer but can summon intense heat, fire via lava/magma arcane smelting.
↳ Geomancer, Earth Dancer

Yellow: Pyromancer, [redacted] Commonly mistaken as "Fire" magic. It is actually the command over Plasma/Solar properties. [redacted] Summoning simple fire is considered novice, or lacking in ability.

Green: Creation/Conjuration magic. Also has some healing ability, but it is generally towards nature. Some can heal animals which is difficult even for White Magic

Blue: Water & Weather manipulation, lightning storms, & Bitter cold. Abilities tend to focus on one specific elemental quality. Ice Wizard can't use Lightning, Wind magic can't typically use Water magic. But this is the norm, not the standard. Most common Aura. Very difficult to actually master

Alteration

Pink/Magenta: Seduction, Persuasion Magic. Psychological Influence. (a form of)

Purple: Often referred to as "dark magic" it is relative to Sickness, toxicity, [redacted] Biodegradation Magic.

Orange: Psychic, Psionic ability, telekinesis, Clairvoyance, telepathy, Dominate Minds Mind / Magic

"Brown": Brown Magic are notoriously squib in almost every magical sense however they do still have an affinity for alchemy, and they are the only people capable of magically inducing the fermentation process. Things don't ferment naturally here.
└ Only they can make Alcohol!

Black: Void Magic, Chaos energy summoned or conjured from the Void. Is not a natural attribute. Signifies true Nothingness, Death, Chaos, Destruction, Pain, Fear, Necromancy etc.

Ultra Violet: The rarest known, practically unknown allows the user the affinity for ALL types of magic. Are insanely powerful.
└ Sami is the only true, natural U.V. Magi. "Simon" is also a U.V. wizard, but through time, training, research blood, & sacrifice to achieve it.
└ "Simon" Casts a curse on Sami early on that masks her Arcane Aura. He also tries to hide his color, but Sami can see it naturally from time to time.

Rune Magic Runes, Glyphs, Scrits

Ancient Wizards discovered the ability to use Runes, Heiroglyphics, & Sanskrit as a Sort of Source code of all Magic that would allow users of other abilities to more easily use other colors schools of magic. It has limitations. Based on skill and power level of the caster.

Nico - Yellow
Nat - [redacted] Grey
Elliot - Green
"Simon" - Blue Wind / U.V. (Mastered All schools)
Sami - Ultra Violet, Masked as White

Simon used Red Magic to seal away Eons worth of memories, he/may not even know he "Was" the Wizard named Wyrlin

Crystals in real life can apparently hold insane amounts of data Storage.

Memory Crystals

Things do not ferment in TWBR, bodies will dry out and mummify, but will not actually decompose, not naturally anyway. Mushrooms and other Fungi are attuned with Brown magic. It is one of the only natural means of inducing decomposition/fermentation by means of forced introduction. The mushrooms will "eat" any dead biological material.

↳ There is magical Valley filled with giant Corn Stalks. It is the only place in TWBR that produces Corn Smut. Corn from this field is the only place where Whiskey can be made/produced/distilled here.

↳ Ergot from Rye can also make a whiskey, but it often induces hallucinations and is often called the "Mad Man's Mash." It is much cheaper to produce than Corn Smut Whiskey, and a LOT cheaper than any spirit scavenged from the Nexus points!

Some Societal/Cultural factions use mushrooms in their burial/funeral services/Rites what have you. Some wrap the mummified. Some have frozen their loved ones in Magical ice, hoping for the impossible? Others resort to funeral pyres.

Vehicles, cars, planes, boats, generators, exist here. But, gasoline will not burn like it does on Earth. A skilled alchemist can refine the Kerosene like gasoline into a crude but working mixture using alcohol and magical ingredients/components. Mass produced gasoline is extremely rare, and it is VERY costly, and equally protected.

↳ Most people resort to steeds like horses, Reindeer, Moose, Zebras, etc. Others ride bicycles.

↳ Diesel will burn, and is easier to refine. However, there are very limited amounts of diesel operated equipment. Most find parts and convert other vehicles to diesel operation.

↳ Other fluids like transmission, motor oil, windshield washer fluid, Batteries, Coolant, etc. are much harder to find as well which makes vehicle maintenance super expensive.

↳ Bandits, Marauders, Thieves, Cutthroats, rival Scavenger bands will be attracted to anything like that so they are not preferred by Pilgrims and Frontier Settlers.

The laws of Science as we know them do not apply in TWBR. Physics, Chemistry, etc. can have minor, or no relevant change like the existence of gravity. functions near identically to Earth despite not sharing planetary Mass

Many Chemicals do not function as they normally would for example Gun Powder/Black Powder will not explode, but rather fizzle and burn.

Gasoline burns like Kerosene.

Notable Characters

Samaira Singh
Nicole Burgess
Natalie Fisher
(Samaira's friend)?
"Simon"
Elliot Camp
Scott Marshall
(60's Jazz Singer)?
Wyrlin the (White?)(Wise?) Ancient Sorceror (Maybe white, Ros
Baelor the Blue - Ancient Sorceror who was Master of Blue